AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-31. (Canceled)

32. (new) A computerized server/client gaming arrangement for using a H.323 network for communicating multimedia gaming data between a gaming server and a plurality of gaming clients, the H.323 network being controlled by a gatekeeper, the gaming server being a multi-user shared real-time gaming server application operable on a first computer having a first H.323 multimedia call client, and the gaming clients being real-time gaming clients applications operable on respective second computers having respective second H.323 multimedia call clients, wherein:

the first H.323 multimedia call client includes a first gaming related protocol enhancement including a respective first codec, the first codec being configured to use RTP over UDP packet communication, to encode gaming server output control information into a first data packet containing a type field, a protocol field, and a data field, and to decode gaming server input data information from a second data packet containing a type field, a protocol field, and a data field, and

the second H.323 multimedia call clients each include a second gaming related protocol enhancement including a respective second codec, the second codec being configured to use RTP over UDP packet communication, to decode gaming client input control information from the first data packet and to encode gaming client output data information into the second data packet.

33. (new) The computerized server/client arrangement of claim 32, wherein the type field includes a data message identifier or a control message identifier.

34. (new) The computerized server/client arrangement of claim 32, comprising a means for generating a control information time stamp from time information of a header of a RTP data packet carrying the control information and a data information time stamp from time information of a header of a RTP data packet carrying the data information.

35. (new) The computerized server/client arrangement of claim 32, comprising a means for generating a control information sequence number from sequence number information of a header of a RTP data packet carrying the control information and a data information sequence number from sequence number information of a header of a RTP data packet carrying the data information.

36. (new) The computerized server/client arrangement of claim 32, wherein the first and second codecs are provided by a common real-time gaming codec being identified to any of the first and second H.323 multimedia call clients by an ASN.1 listing according to ITU Recommendation H.245, 02/98.

37. (new) The computerized server/client arrangement of claim 32, wherein the control information includes information specifying a rate at which data is to be sent to the server.

38. (new) The computerized server/client arrangement of claim 32, wherein the control information includes information specifying a data type to which the rate at which data is to be sent to the server is applicable.

39. (new) The computerized server/client arrangement of claim 32, wherein the gatekeeper includes a third gaming related protocol enhancement having at least one of the first or second codecs and a gaming server use monitoring arrangement, and wherein the gaming server use monitoring arrangement is configured to cooperate with the third gaming related protocol enhancement to create a gaming server use billing record.

40. (new) The computerized server/client arrangement of claim 32, further comprising at least one firewall and an H.323 proxy associated with any of the gatekeeper, gaming server, or gaming client, wherein the firewall and H.323 proxy include a third gaming related protocol enhancement including at least one of the first or second codecs.

41. (new) The computerized server/client arrangement of claim 32, wherein the H.323 network comprises a call control element configured to send, in response to a set-up message from the client, a media destination address to the gaming server and the gaming client, and wherein the gaming client is configured to send media directly to the media destination address using the first codec at the gaming client and the second codec at the gaming server.

42. (new) The computerized server/client arrangement of claim 32, wherein the H.323 network comprises a call control element being configured to send, in response to set-up

messages from the client and the server, respectively, a media destination address to a client call control device associated with the gaming client and to a server call control device associated with the gaming server,

wherein the gaming client and the gaming server are configured to send media to respective ones of the client and server call control devices via respective ones of the first and second codecs, and

wherein the client and server call control devices are configured to communicate the media to each other.

43. (new) A method for communicating over a H.323 network multimedia gaming data between a gaming server and a plurality of gaming clients, the H.323 network being controlled by a Gatekeeper, where the method is implemented using a multi-user shared real-time gaming server application operable on a first computer having a first H.323 multimedia call client and gaming clients including real-time gaming client applications operable on respective second computers having respective second H.323 multimedia call clients, the method comprising:

providing the first H.323 multimedia call client with a first gaming related protocol enhancement including a respective first codec;

the first codec using RTP over UDP packet communication to encode gaming server output control information into a first data packet containing a type field, a protocol field, and a data field;

the first codec using RTP over UDP packet communication to decode gaming server input data information from a second data packet containing a type field, a protocol field, and a data field;

providing the second H.323 multimedia call clients with a second gaming related protocol enhancement including a respective second codec;

the second codec using RTP over UDP packet communication to decode gaming client input control information from the first data packet; and

the second codec using RTP over UDP packet communication to encode gaming client output data information into the second data packet.

44. (new) The method of claim 43, wherein the type field includes a data message identifier or a control message identifier.

45. (new) The method of claim 43, further comprising generating a control information time stamp from time information of a header of a RTP data packet carrying the control information and a data information time stamp from time information of a header of a RTP data packet carrying the data information.

46. (new) The method of claim 43, further comprising generating a control information sequence number from sequence number information of a header of a RTP data packet carrying the control information and a data information sequence number from sequence number information of a header of a RTP data packet carrying the data information.

47. (new) The method of claim 43, wherein the first and second codecs are provided by a common real-time gaming codec being identified to any of the first and second H.323 multimedia call clients by an ASN.1 listing according to ITU Recommendation H.245, 02/98.

48. (new) The computerized server/client arrangement of claim 43, wherein the control information includes information specifying a rate at which data is to be sent to the server.

49. (new) The computerized server/client arrangement of claim 43, wherein the control information includes information specifying a data type to which the rate at which data is to be sent to the server is applicable.

50. (new) The computerized server/client arrangement of claim 43, wherein the gatekeeper includes a third gaming related protocol enhancement having at least one of the first or second codecs and a gaming server use monitoring arrangement, the method further comprising the gaming server use monitoring arrangement cooperating with the third gaming related protocol enhancement to create a gaming server use billing record.

51. (new) The computerized server/client arrangement of claim 43, wherein the H.323 network includes a call control element that sends, in response to a set-up message from the client, a media destination address to the gaming server and the gaming client, and the gaming client sends media directly to the media destination address using the first codec at the gaming client and the second codec at the gaming server.

53. (new) The computerized server/client arrangement of claim 43, wherein the H.323 network includes a call control element that sends, in response to set-up messages from the client

48. (new) The computerized server/client arrangement of claim 43, wherein the control information includes information specifying a rate at which data is to be sent to the server.

49. (new) The computerized server/client arrangement of claim 43, wherein the control information includes information specifying a data type to which the rate at which data is to be sent to the server is applicable.

50. (new) The computerized server/client arrangement of claim 43, wherein the gatekeeper includes a third gaming related protocol enhancement having at least one of the first or second codecs and a gaming server use monitoring arrangement, the method further comprising the gaming server use monitoring arrangement cooperating with the third gaming related protocol enhancement to create a gaming server use billing record.

51. (new) The computerized server/client arrangement of claim 43, wherein the H.323 network includes a call control element that sends, in response to a set-up message from the client, a media destination address to the gaming server and the gaming client, and the gaming client sends media directly to the media destination address using the first codec at the gaming client and the second codec at the gaming server.

52. (new) The computerized server/client arrangement of claim 43, wherein the H.323 network includes a call control element that sends, in response to set-up messages from the client

and the server, respectively, a media destination address to a client call control device associated with the gaming client and to a server call control device associated with the gaming server;

wherein the gaming client and the gaming server send media to respective ones of the client and server call control devices via respective ones of the first and second codecs; and

wherein the client and server call control devices communicate the media to each other.